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EXAMINER	
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

MN

Office Action Summary	Application No.	Applicant(s)	
	09/838,782	COOPER ET AL.	
	Examiner	Art Unit	
	Amelia Rutledge	2176	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *09 October 2007*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-14* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-14* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *7/31/07*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____.
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

1. This action is responsive to communications: Amendment, filed 10/09/2007; Request for Continued Examination, filed 10/09/2007.

2. Claims 1-14 are pending. Claims 1, 7, and 10 are independent claims.

Continued Examination Under 37 CFR 1.114

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 10/09/2007 has been entered.

Claim Rejections - 35 USC § 102

3. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

2. Claims 7-9 and 14 are rejected under 35 U.S.C. 102(b) as being anticipated by Escobar et al. (hereinafter "Escobar"), U.S. Patent No. 5,659,793 issued August 1997.

Independent claim 7 cites: *An editing system comprising: a timeline interface for specifying a program having at least one interactive track for interactive content and at least one track for time-based media, wherein interactive content may be associated with a point in time on the at least one interactive track*;

Escobar teaches a multimedia application development tool with a timeline interface with multiple timelines, i.e., tracks (Col. 4, l. 1-18) (Col. 6, l. 23-29). At least one timeline is dedicated to interactive objects (Col. 4, l. 17-18). Playback of objects on the timeline occurs in a time sequence indicated by their position on the timeline, resulting in time-based media. Escobar teaches the application of a time code to allow an edit point to be defined as a certain duration from a clearly delineated starting point for asset playback (Col. 8, l. 15-21). Escobar teaches that the user interface allows the user to associate properties with an object, including creating placeholder objects, and to assemble objects into applications with relative timing specified by their placement along the timeline tracks (Col. 6, l. 30-41).

Claim 7 also cites: *a bin for storing interactive content;*

means for importing interactive content into the bin such that interactive content is represented by an object in the bin, wherein the object is associated with a unique reference to the interactive content, and wherein information describing the interactive content is stored as an attribute of the object;

Escobar teaches a bin for storing interactive content (Col. 6, l. 15-18). Escobar teaches a process of creating objects, where a bin is selected and properties are edited for the object by filling in a template (Col. 9, l. 20-45); compare to *and wherein information*

describing the interactive content is stored as an attribute of the object. Files are stored in industry standard format (Col. 7, l. 52-56). Because files are stored in industry standard format, it is inherent in the disclosure of Escobar that the file is associated with a unique reference, as industry standard format requires the unique identification of files.

Claim 7 also cites: *means for allowing a user to place interactive content represented by an object selected from the bin on the at least one interactive track; means for allowing a user to edit placement of the interactive content on the at least one interactive track and*

Escobar teaches a process by which the user views the contents of the bin and the user selects an icon from the bin for placement on the timeline, and selects the timeline track on which the icon is to be placed, then drags and drops the icon at the start time desired (Col. 10, l. 10-36). Escobar teaches means for a user to edit placement on the interactive track (col. 10, l. 10-36, esp. l. 23).

Claim 7 also cites: *means for updating the information describing the interactive content stored as an attribute of the object in the bin by accessing the interactive content using the unique reference in response to the user invoking a refresh operation.* Escobar teaches a process by which the user views the contents of the bin and the user selects an icon from the bin for placement on the timeline, and selects the timeline track on which the icon is to be placed, then drags and drops the icon at the start time desired (Col. 10, l. 10-36). Escobar teaches displaying accessing objects representing the interactive content from the bin, represented by icons, in Fig. 5E and Fig. 5H. Escobar

also teaches a method of updating properties of the interactive content in the IDL by accessing the interactive content, using the file reference, in response to a refresh operation (col. 10, l. 37-58 especially lines 55-58). Escobar teaches a means of editing objects in the bin, making changes to the object, and saving the revised properties for the object (Col. 9, l. 45-63).

Regarding dependent claim 8, Escobar teaches the creation and use of program objects, i.e., trigger files, to perform a variety of functions, which can be dragged and dropped onto interactive tracks (Col. 8, l. 29-67). The objects are stored and edited in the same manner as other objects stored in the bins. Escobar also teaches a method for storing a pointer to objects dropped on the timeline so that memory can be accessed to obtain the records referenced by the pointers at runtime (Col. 10, l. 24-26, l. 37-45).

Regarding dependent claim 9, Escobar teaches the creation of graphics or text overlay assets, i.e., documents with a graphic/text editor (Col. 9, l. 64-Col. 10, l. 9). Escobar teaches that files are stored in industry standard format (Col. 7, l. 52-56). Because files are stored in industry standard format, it is inherent in the disclosure of Escobar that the file is associated with a file name, as industry standard format requires the naming of files.

Regarding dependent claim 14, Escobar also teaches a method of updating properties of the interactive content in the IDL by accessing the interactive content, using the file reference, in response to a refresh operation (col. 10, l. 37-58 especially lines 55-58). Therefore, Escobar teaches a means of editing objects in the bin, making

changes to the object, and saving the revised properties for the object in the IDL (Col. 9, l. 45-63).

Claim Rejections - 35 USC § 103

4. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

5. Claims 1-5 and 13 are rejected under 35 U.S.C. 103(a) as being unpatentable over Escobar in view of Yawitz, U.S. Patent No. 6,597,375 B1, filed March 2000, issued July 2003.

Regarding independent claim 1, Escobar teaches *an editing system comprising a timeline interface having at least one interactive track for interactive content and at least one track for time-based media, wherein interactive content may be associated with a point in time on the at least one track for interactive content*; since Escobar teaches a multimedia application development tool with a timeline interface with multiple timelines, i.e., tracks (Fig. 1; col. 4, l. 1-18) (col. 6, l. 23-29). At least one timeline is dedicated to interactive objects (col. 4, l. 17-18). Playback of objects on the timeline occurs in a time sequence indicated by their position on the timeline, resulting in the association of media with a point in time on at least one track for interactive content (col. 4, l. 5-61).

Escobar teaches *a user interface for receiving a user selection whether to place interactive content on the at least one interactive track at a single point in time with a locator object;* since Escobar teaches a user interface for receiving a user selection of where to place content icons on an interactive timeline track and of what type of content to place on the interactive track (Fig. 1, Fig. 6, col. 11, l. 31-60; col. 10, l. 10-36).

Escobar suggests a user interface selection to place interactive content on the interactive track *... or at a point in time with a duration with a source clip object.* Escobar strongly suggests the limitation since Escobar discloses a user interface for receiving a user selection of different icons to place on the interactive timeline track (Fig. 1, Fig. 6, col. 11, l. 31-60), and Escobar further teaches placing icons representing video source clips, with time codes representing duration, on the timeline track.

Escobar does not teach that the duration of the source clip is visually represented on the timeline interface and for that reason does not disclose a user selection between *locator object* and *source clip object*, instead Escobar teaches that icons are used to represent all objects on the timeline including video source clips, and thus does not disclose a source clip interface object distinct from the locator object. However, Yawitz discloses a video editing system with a timeline interface for user selection of a video clip, including a timeline which allows a user to place a source video clip object at a point in time on the timeline with a duration, and allows the user to view and control both duration and point in time on the interactive track (Abstract, Fig. 2, col. 1, l. 30-65; col. 3, l. 12-col. 4, l. 3).

Both Escobar and Yawitz disclose a video editing system with a timeline interface programmatically linked to control elements; Yawitz discloses several video windows coupled to a control element and timeline interface (col. 2, l. 21-37; col. 4, l. 61-col. 5, l. 45) which are dynamically updated, and Escobar teaches an icon coupled to a linked list data structure, where the icon is placed on a timeline track (col. 10, l. 10-57). Therefore it would have been obvious and desirable to one of ordinary skill in the art at the time of the invention to have combined the dynamically updated timeline interface allowing editing of a source clip duration disclosed by Yawitz with the timeline interface with icons disclosed by Escobar, resulting in a more efficient and intuitive interface for video editing and decreasing the time needed to select a video clip (Yawitz, col. 1, l. 13-27; col. 2, l. 45-55).

Escobar further teaches *means for allowing a user to place the interactive content on the at least one interactive track according to the user selection* because Escobar teaches a timeline interface allowing a user to select icons representing interactive content and place the icons in a sequence on a timeline track (Fig. 1, col. 10, l. 10-45; Fig. 5E).

Escobar also teaches *wherein a locator object is an object that is attached to a source clip object in the timeline at a specified single point in time on the clip,* (col. 10, l. 10-36), since Escobar teaches that an icon is used as a locator object attached to an asset object and is dragged and dropped by the user onto the selected timeline track at the start time desired (Fig. 1, col. 10, l. 10-36; col. 10, l. 58-col. 12, l. 15).

Escobar teaches *wherein a source clip object is an object that has a start position and a duration in the track*, because Escobar teaches that the icon locator object is attached to a source clip object, i.e., a movie or film clip (Fig. 1, col. 10, l. 10-36; col. 10, l. 58-col. 12, l. 15), which are called asset objects by Escobar, and that a time code is applied to assets so that an edit point can be defined as a certain duration from a clearly delineated starting point for asset playback (col. 8, l. 9-28).

It would have been obvious and desirable to one of ordinary skill in the art at the time to combine interface elements from Escobar and Yawitz in order to have more intuitive user interaction in video editing, since both video editing systems used graphical user interface windows which were linked to video files, and thus the interface window displays disclosed by Escobar and Yawitz could have been easily modified and combined in a video editing system.

Dependent claim 2 cites: *The editing system of claim 1, further comprising: a bin for storing interactive content;*

means for importing interactive content into the bin such that interactive content is represented by an object in the bin, wherein the object is associated with a unique reference to the interactive content, and wherein information describing the interactive content is stored as an attribute of the object;

Escobar teaches a bin for storing interactive content (Col. 6, l. 15-18). Escobar teaches a process of creating objects, where a bin is selected and properties are edited for the object by filling in a template (Col. 9, l. 20-45); compare to *and wherein information describing the interactive content is stored as an attribute of the object.* Files are stored

in industry standard format (Col. 7, l. 52-56). Because files are stored in industry standard format, it is inherent in the disclosure of Escobar that the file is associated with a unique reference, as industry standard format requires the unique identification of files.

Dependent claim 2 further cites: *wherein the means for allowing a user to place interactive content on the at least one interactive track accesses objects representing the interactive content from the bin; and means for updating the information describing the interactive content stored as an attribute of the object in the bin by accessing the interactive content using the unique reference in response to the user invoking a refresh operation.*

Escobar teaches a process by which the user views the contents of the bin and the user selects an icon from the bin for placement on the timeline, and selects the timeline track on which the icon is to be placed, then drags and drops the icon at the start time desired (Col. 10, l. 10-36). Escobar teaches displaying accessing objects representing the interactive content from the bin, represented by icons, in Fig. 5E and Fig. 5H. Escobar also teaches a method of updating properties of the interactive content in the IDL by accessing the interactive content, using the file reference, in response to a refresh operation (col. 10, l. 37-58 especially lines 55-58). Escobar teaches a means of editing objects in the bin, making changes to the object, and saving the revised properties for the object (Col. 9, l. 45-63).

Dependent claim 3 cites: *The editing system of claim 2, wherein the interactive content is a trigger element and the unique reference includes a file name for a trigger*

file including a description of the trigger element and a unique identifier of the trigger element.

Escobar teaches the creation and use of program objects, i.e., trigger files, to perform a variety of functions, which can be dragged and dropped onto interactive tracks (Col. 8, l. 29-67). The objects are stored and edited in the same manner as other objects stored in the bins. Escobar also teaches a method for storing a pointer to objects dropped on the timeline so that memory can be accessed to obtain the records referenced by the pointers at runtime (Col. 10, l. 24-26, l. 37-45).

Dependent claim 4 cites: *The editing system of claim 2, wherein the interactive content is a document and the unique reference includes a file name for the document.*

Escobar teaches the creation of graphics or text overlay assets, i.e., documents with a graphic/text editor (Col. 9, l. 64-Col. 10, l. 9). Escobar teaches that files are stored in industry standard format (Col. 7, l. 52-56). Because files are stored in industry standard format, it is inherent in the disclosure of Escobar that the file is associated with a file name, as industry standard format requires the naming of files.

Dependent claim 5 cites: *The editing system of claim 1, further comprising: a bin for storing interactive content; means for importing interactive content into the bin such that information about the interactive content is stored in the bin; wherein the means for allowing a user to place interactive content the at least one interactive track stores information about the interactive content as an attribute of the object used for the interactive content.*

Escobar teaches a bin for storing interactive content (Col. 6, l. 15-18). Escobar teaches

a process of creating objects, where a bin is selected and properties are edited for the object by filling in a template, so that information about the content is stored in the bin (Col. 9, l. 20-45). Fig. 6 of Escobar discloses timeline management where a data structure is associated with each timeline track; the structure is a linked list, and each entry in the list points to another data structure, which contains the information necessary to execute the object on the timeline (Col. 11, l. 30-35). This data structure stores information about the object as an attribute.

Regarding dependent claim 13, Escobar also teaches a method of updating properties of the interactive content in the IDL by accessing the interactive content, using the file reference, in response to a refresh operation (col. 10, l. 37-58 especially lines 55-58). Therefore, Escobar teaches a means of editing objects in the bin, making changes to the object, and saving the revised properties for the object in the IDL (Col. 9, l. 45-63).

6. Claims 10-12 are rejected under 35 U.S.C. 103(a) as being unpatentable over Escobar in view of Kanda, U.S. Patent No. 6,324,335 issued November 2001.

Independent claim 10 cites: *An editing system comprising: a timeline interface for specifying a program having at least one interactive track for interactive content and at least one track for video, wherein interactive content may be associated with a point in time on the at least one interactive track*;

Escobar teaches a multimedia application development tool with a timeline interface with multiple timelines, i.e., tracks (Col. 4, l. 1-18) (Col. 6, l. 23-29). At least one timeline is dedicated to interactive objects (Col. 4, l. 17-18). Playback of objects on the

timeline occurs in a time sequence indicated by their position on the timeline, resulting in time-based media. Escobar teaches the application of a time code to allow an edit point to be defined as a certain duration from a clearly delineated starting point for asset playback (Col. 8, l. 15-21). Escobar teaches that the user interface allows the user to associate properties with an object, including creating placeholder objects, and to assemble objects into applications with relative timing specified by their placement along the timeline tracks (Col. 6, l. 30-41).

Claim 10 also cites: *means for allowing a user to place interactive content on the at least one interactive track, wherein interactive content includes display information indicating information to be displayed in a display with the video from the at least one track for video, and a specification of size and spatial position of the video relative to the information to be displayed in the display; and*

Escobar teaches a process by which the user views the contents of the bin of interactive content and the user selects an icon from the bin for placement on the timeline, and selects the timeline track on which the icon is to be placed, then drags and drops the icon at the start time desired (Col. 10, l. 10-36). Escobar teaches a multimedia application development tool, which includes graphics or text overlays, i.e., information to be displayed with video (Col. 8, l. 64-Col. 10, l. 9).

Escobar does not explicitly teach that the interactive content includes a specification of size and position of the video, however, Kanda teaches data showing the size and spatial position of the video relative to the information displayed on the display (col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14). Kanda also teaches displaying the

size and spatial position of the video relative to the information displayed on the display (Fig. 3; col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14). Both Escobar and Kanda are directed toward video editing systems. It would have been obvious to one of ordinary skill in the art at the time of the invention to apply Kanda to Escobar so that the user would have the benefit of an editing system capable of high speed real time edition and having improved usability (Kanda, Col. 1, l. 44-46).

Claim 10 also cites: *means for playing back the program specified by the timeline interface including: means for accessing the specification of the size and spatial position of the video for the interactive content corresponding to a point in time in the program; and means for displaying the video and the display information of the interactive content according to the specification of the size and spatial position of the video relative to the information to be displayed in the display and the point in time in the program.*

Escobar does not explicitly teach a means for accessing and displaying the video and display information according to the specification and the point in time in the program, however, Kanda teaches data showing the size and spatial position of the video relative to the information displayed on the display (col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14). Kanda also teaches displaying the size and spatial position of the video relative to the information displayed on the display (Fig. 3; col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14).

Both Escobar and Kanda are directed toward video editing systems. It would have been obvious to one of ordinary skill in the art at the time of the invention to apply

Kanda to Escobar so that the user would have the benefit of an editing system capable of high speed real time edition and having improved usability (Kanda, Col. 1, l. 44-46). Further, it would have been obvious and desirable to one of ordinary skill in the art at the time to combine interface elements from Escobar and Kanda in order to have more intuitive user interaction in video editing, since both video editing systems used graphical user interface windows which were programmatically linked to video files, and thus the interface window displays disclosed by Kanda and Escobar could have been easily modified and combined in a video editing system.

Dependent claim 11 cites: *The editing system of claim 10, further comprising: means for allowing a user to select interactive content;*

Escobar teaches a means for a user to select an object of interactive content from a bin using icons (Col. 10, l. 10-36).

means for launching an authoring tool corresponding to the selected interactive content, and for causing the authoring tool to access and open for editing the selected interactive content.

Escobar teaches a software architecture which launches the authoring tool (Fig. 3, Col. 7, l. 57-65), and a development environment utilized to create interactive multimedia applications (Col. 7, l. 17-29). The tool is used to access and open the interactive content.

Dependent claim 12 cites: *The editing system of claim 10, further comprising: means for allowing the user to place time-based media on a track using one of a source clip object and a locator object; and*

Escobar teaches a method of placing an icon on a selected timeline track at a desired start time (Col. 10, l. 15-36). The icon represents an object, which may be an edited section of raw video, i.e., a source clip object (Col. 9, l. 46-63). A pointer to the object identified by the icon on the timeline track is then stored in a linked list for the selected timeline track at a location determined by its start time (Col. 10, l. 24-26), therefore the pointer is a locator object.

means for allowing the user to perform editing operations that affect source clip objects and locator objects, whereby interactive content and time-based media are edited in the same manner to maintain synchronization.

Escobar teaches that objects may be created to permit easy manipulation of portions of an asset during creation of a specific application, while other objects are more functional and may be reused. Escobar discloses video objects, audio objects, text/graphical objects, special effects, program objects and applications (Col. 6, l. 52-61). The user performs editing operations in a work space where currently selected objects may be displayed and edited (Fig. 1, Col. 6, l. 6-29). Escobar teaches that the objects are edited in the same manner (Col 9, l. 20-Col. 10, l.35).

7. Claim 6 is rejected under 35 U.S.C. 103(a) as being unpatentable over Escobar in view of Yawitz, as applied to claim 1 above, and further in view of Kanda, U.S. Patent No. 6,324,335 issued November 2001.

Regarding dependent claim 6, Escobar in view of Yawitz teaches a multimedia application development tool, which includes graphics or text overlays, i.e., information

to be displayed with video (Escobar, Col. 8, l. 64-Col. 10, l. 9). Escobar teaches a means for playing back the program created with the timeline with an intelligent terminal or set top box or digital entertainment terminal (Col. 12, l. 16-Col. 15, l. 26). Escobar teaches a graphics display generator and video RAM that manipulate different planes of active video information (Col. 13, l. 35-Col. 14, l. 4).

Escobar in view of Yawitz does not explicitly teach a specification of size and spatial position of the video relative to the information to be displayed in the display, or means for accessing the specification of the size and spatial position of the video for the interactive content corresponding to a point in time in the program, however, Kanda teaches data showing the size and spatial position of the video relative to the information displayed on the display (col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14).

Escobar in view of Yawitz does not explicitly teach a means for displaying the video and the display information of the interactive content according to the specification of the size and spatial position of the video relative to the information to be displayed in the display and the point in time in the program, however, Kanda teaches displaying the size and spatial position of the video relative to the information displayed on the display (Fig. 3; col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14).

All three inventions are directed toward video editing systems. It would have been obvious to one of ordinary skill in the art at the time of the invention to apply Kanda to Escobar in view of Yawitz so that the user would have the benefit of an editing system capable of high speed real time edition and having improved usability (Kanda, Col. 1, l. 44-46), and it would have been obvious and desirable to one of ordinary skill in

the art at the time to combine interface elements from all three in order to have more intuitive user interaction in video editing, since all three video editing systems used graphical user interface windows which were linked to video files, and thus the interface window displays disclosed by Kanda, Escobar, and Yawitz could have been easily modified and combined in a video editing system.

Response to Arguments

Applicant's arguments with respect to claims 1-6 and 13 have been considered but are moot in view of the new ground(s) of rejection. The new grounds of rejection includes the Yawitz patent, which is being relied upon to teach the newly claimed limitations of independent claim 1.

Applicant's arguments filed 10/09/2007 in regard to claims 7-12 and 14 have been fully considered but they are not persuasive.

In response to applicant's arguments regarding independent claim 7 and its dependent claims 8, 9, and 14 (Remarks, p. 9-10), applicant argues that Escobar does not teach the limitations, *interactive content is represented by an object in the bin, wherein the object is associated with a unique reference to the interactive content, and wherein information describing the interactive content is stored as an attribute of the object;*

and: *means for updating the information describing the interactive content stored as an attribute of the object in the bin by accessing the interactive content using the unique reference in response to the user invoking a refresh operation*

While Applicant argues that because Escobar teaches an IDL which is a text file that combines all the linked lists representing each track of the multimedia presentation, applicant's arguments do not address the disclosures of Escobar which teach that the IDL is updated in response to each user edit decision, and provides the associations and unique references between objects, interactive content, and attributes (col. 10, l. 10-57), and therefore Escobar does teach each and every limitation of claim 7. Escobar discloses a method of updating properties of the interactive content in the IDL by accessing the interactive content, using the file reference, in response to a refresh operation (col. 10, l. 37-58 especially lines 55-58).

In response to applicant's arguments regarding claims 6 and 10-12 (Remarks, p. 10-12), Kanda does teach data showing the size and spatial position of the video relative to the information displayed on the display (col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14). Kanda also teaches displaying the size and spatial position of the video relative to the information displayed on the display (Fig. 3; col. 17, l. 35-52; col. 17, l. 53-col. 18, l. 14). Kanda does teach a specification of size and spatial position of the video relative to the information to be displayed in the display (Claim 10), at col. 17, l. 53-col. 18, l. 14.

In response to applicant's arguments regarding the combination of Kanda with Escobar (Remarks, p. 10-11), as set forth in the rejections of claims 10-12 above, it would have been obvious and desirable to one of ordinary skill in the art at the time to combine interface elements from Escobar and Kanda in order to have more intuitive user interaction in video editing, since both video editing systems used graphical user

interface windows which were programmatically linked to video files, and thus the interface window displays disclosed by Kanda and Escobar could have been easily modified and combined in a video editing system.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Amelia Rutledge whose telephone number is 571-272-7508. The examiner can normally be reached on Monday - Friday 9:30 - 6:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Doug Hutton can be reached on 571-272-4137. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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